

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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REV-E

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## CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

## **GETTING STARTED**

1. Insert the *Monsters vs. Aliens*™ Game Card into the Nintendo DS™ slot as described in your Nintendo DS instruction manual.
2. Turn the Power Button ON.

*Note: The Monsters vs. Aliens™ Game Card is for the Nintendo DS system only.*

## **MONSTERS INVADE SAN FRANCISCO**

When California girl Susan Murphy is unwittingly clobbered by a meteor full of outer space gunk on her wedding day, she mysteriously grows to 49 feet 11 inches tall. The military jumps into action and Susan is captured and secreted away to a covert government compound. She is renamed Ginormica and placed in confinement with other monsters: the brilliant but insect-headed Dr. Cockroach, Ph.D., the macho half-ape, half-fish The Missing Link, the gelatinous and indestructible B.O.B., and the 350-foot grub called Insectosaurus. Their confinement is cut short, however, when a mysterious alien robot lands on Earth and begins storming the country. The President is persuaded by General W.R. Monger to enlist the motley crew of Monsters to combat the Alien Robot and save the world from imminent destruction.

# GAMEPLAY CONTROLS

## GINORMICA

Button	Basic Action
+Control Pad	Movement/Up Jumps during Rollerskating/ Down to Crouch while Rollerskating
X Button	Jump while Rollerskating
B Button	Jump/Crouch while Rollerskating
A Button	Dash
A Button + B Button	Dash Jump
Y Button	Attack & Combo
L & R Button	Dash/Move right while Rollerskating
Touch Screen	Drag or Tap to complete Feats of Strength/ Drag to Dash Jump

## THE MISSING LINK

+Control Pad	Movement
X Button	Spit in the direction he is facing
B Button	Jump
Y Button	Attack & Combo
Microphone	Spit

## ***B.O.B.***

+Control Pad	Movement
B Button	Jump
A Button	Jump to background wall/Pass through grates
Y Button	Swallow & Spit
Touch Screen	Drag to launch B.O.B. into a jump/ Draw shapes for B.O.B. to morph into

## ***INSECTOSAURUS***

+Control Pad	Movement
X Button	Silk Shot in the direction he is facing
A Button	Roar
Y Button	Attack
Touch Screen	Drag in direction for Silk Shot

## ***DR. COCKROACH, PH.D.***

Touch Screen	Move puzzle pieces/Tap to rotate pieces/ Launch Plasma Ball
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## MEET THE MONSTERS

### ***B.O.B.***



When a ranch-flavored dessert topping was crossed with a genetically modified tomato, a very hungry gelatinous mass known as Bicarbonate Ostylezene Benzoate, or simply B.O.B., was brought into the world. Don't let B.O.B.'s lack of brains fool you (it turns out you don't need one); his unique abilities to mold his shape make him a very useful member of this Monster team.

### ***DR. COCKROACH, PH.D.***



Dr. Cockroach, Ph.D. invented a scientific machine that would give humans the cockroach's ability to survive. Unfortunately, there was a side effect and he now is the world's most brilliant scientist with the head of a cockroach. He is the mastermind behind the Monster Missions and aids the Monsters in their quest by blasting enemies with the use of his latest invention!





## ***INSECTOSAURUS***

This once small grub worm that used to hang out near radioactive waste is now a monstrous 350 feet tall. All cities within screeching distance should beware!



## ***THE MISSING LINK***

Thawed out by scientists 20,000 years after the ice age, this half-ape, half-fish is super strong and agile (and has a weakness for the ladies!). As an excellent fighter and acrobat, he's a fearsome match for the enemy—and his agility allows him to climb up the side of giant robots and take them apart piece by piece!



## ***GINORMICA***

As the newest member of the team, Ginormica was an ordinary woman who was hit by a mysterious space rock, causing her to grow to gi-normous size. Her size and strength make her unstoppable.

# ***MENU NAVIGATION***

## ***CONTROLS***

**+Control Pad** – Navigate menus.

**A Button** – Press this button to accept.

**B Button** – Press this button to go back to the previous menu or cancel.

## ***MAIN MENU***

**New Game** – Start a new game.

**Continue** – Continue your previously saved game.

**Dr. Cockroach, Ph.D.'s Mini Games** – Touch Dr. Cockroach, Ph.D.'s head to play any of the completed or unlocked Dr. Cockroach, Ph.D. puzzles.

## ***PAUSE MENU***

**Continue** – Resumes gameplay.

**Sound** – Raise or lower the sound effect volume by moving the sound cursor.

**Music** – Raise or lower the music volume by moving the music cursor.

**Exit Level** – Exits the current level to the Level Select screen.

## ***SAVING THE GAME***

Saving will occur automatically at the end of each level sequence.

## ***COLLECTABLES AND ITEMS***

**Monster DNA** — From the Level Select screen, you can trade in the gathered Monster DNA to Dr. Cockroach, Ph.D. for ability upgrades.

**Dr. Cockroach, Ph.D.'s Trash Pieces** — From the Level Select screen you have a chance to trade these collectables in to Dr. Cockroach, Ph.D. for special unlockable content!

**Green Orbs** — Picking up orbs restore your life.

## ***SPECIAL MOVES METER***

The Special Moves Meter is located next to the character's health bar and grants them each a special power. Once B.O.B. has swallowed an enemy, the Special Moves Meter will start to deplete. For The Missing Link and Insectosaurus the Special Moves Meter will decrease with each spit attack performed. Unlike the other characters, Ginormica's Special Moves Meter starts to empty and fills up as you attack enemies.

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